



MECH BRIGADE™

A SIMULATION OF MODERN ARMORED WARFARE



STRATEGIC SIMULATIONS, INC.

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**48K
APPLE®**



For the Apple® II with
Applesoft ROM card,
II Plus, IIe, & IIfx

MECH BRIGADE

A SIMULATION OF MODERN ARMORED WARFARE

SSI
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- Includes four scenarios and the ability to create your own.
- Real-time combat covering modern combat.
- Ability to save and load games.
- Ability to save and load games.

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DERN ARMORED WARFARE



IONS, INC.

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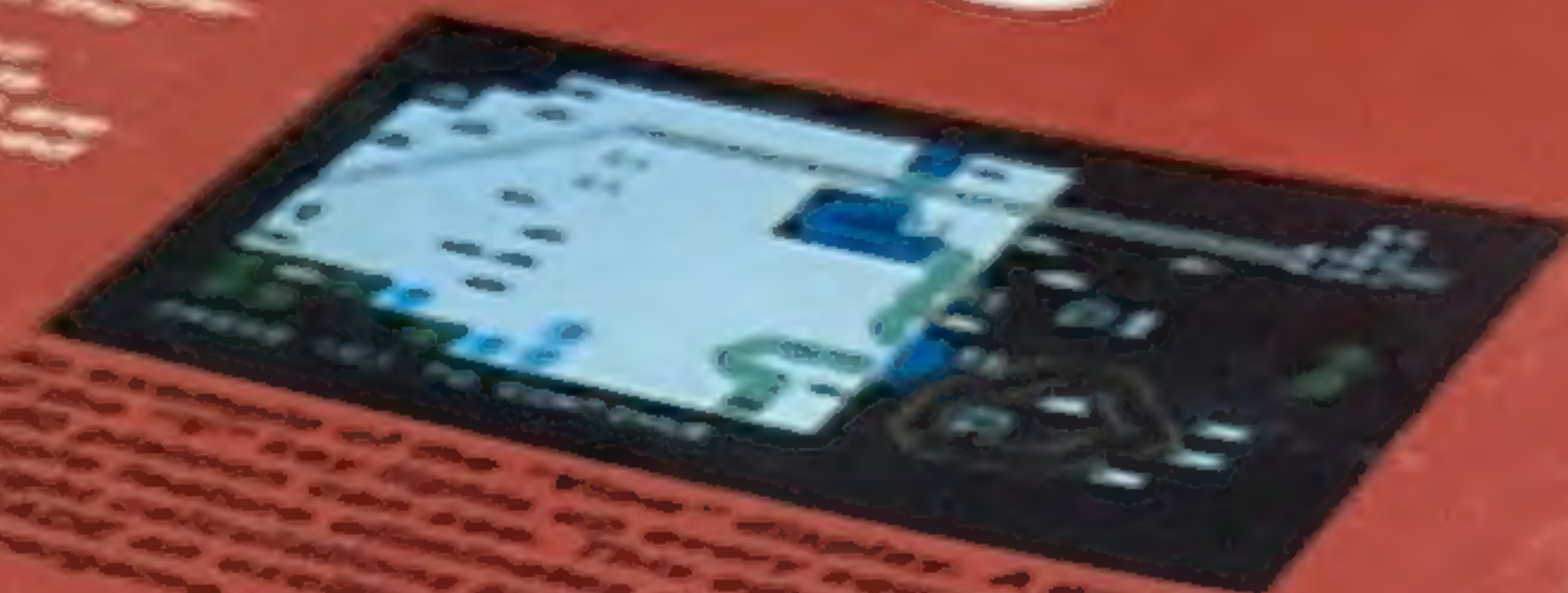
as four scenarios and the ability to
w scenarios covering modern comb
ings computer systems down to each vehicle
and different anti-tank guided missiles. It
Ability to save a game in memory for later use





MECH BRIGADE was designed by Gary Grigsby, whose other works include
SSI's NORTH ATLANTIC '86™, CARRIER FORCE™, WAR IN RUSSIA™ and REFORGER '88™.
■ PLAYING TIME: 1 to 3 Hours. ■ ADVANCED LEVEL.
Box Cover Design by LOUIS HSU SAEKOW and JAMES C. SOMMERVILLE.

ARMORED WARFARE OF THE 1990's



T-72
Gun maximum range: 18
Gun shell size: 5
Gun accuracy: 50
Machine guns: 2
Front armor: 20
Back armor: 7



BMP-2
Gun maximum range: 18
Gun shell size: 5
Gun accuracy: 50
Machine guns: 2
Front armor: 20
Back armor: 7



MI-24
Gun maximum range: 18
Gun shell size: 5
Gun accuracy: 50
Machine guns: 2
Front armor: 20
Back armor: 7



Russian tank: T-72
Gun maximum range: 18
Gun shell size: 5
Gun accuracy: 50
Machine guns: 2
Front armor: 20
Back armor: 7



Russian MICV: BMP-2
Gun maximum range: 18
Gun shell size: 5
Gun accuracy: 50
Machine guns: 2
Front armor: 20
Back armor: 7
Guided missile system: Spandrel



Hind D
Gun maximum range: 18
Gun shell size: 5
Gun accuracy: 50
Machine guns: 2
Front armor: 20
Back armor: 7
Guided missile system: Spandrel

MECH BRIGADE incorporates rules governing Command Control that determine how fast a unit will respond to your movement orders. Kill-suppression of line-of-sight is simplicity itself. Calculation the "V" (for "view") key, and all the squares a given unit can see are instantly highlighted.

Four scenarios are provided, each in a different area of West Germany. You can create your own with the Random Setup. During solitaire, the computer can direct either side.

Screen displays shown are from the APPLE+ Displays from our computer(s) may vary.
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BRICAD III

A SIMULATION OF MODERN ARMORED WARFARE

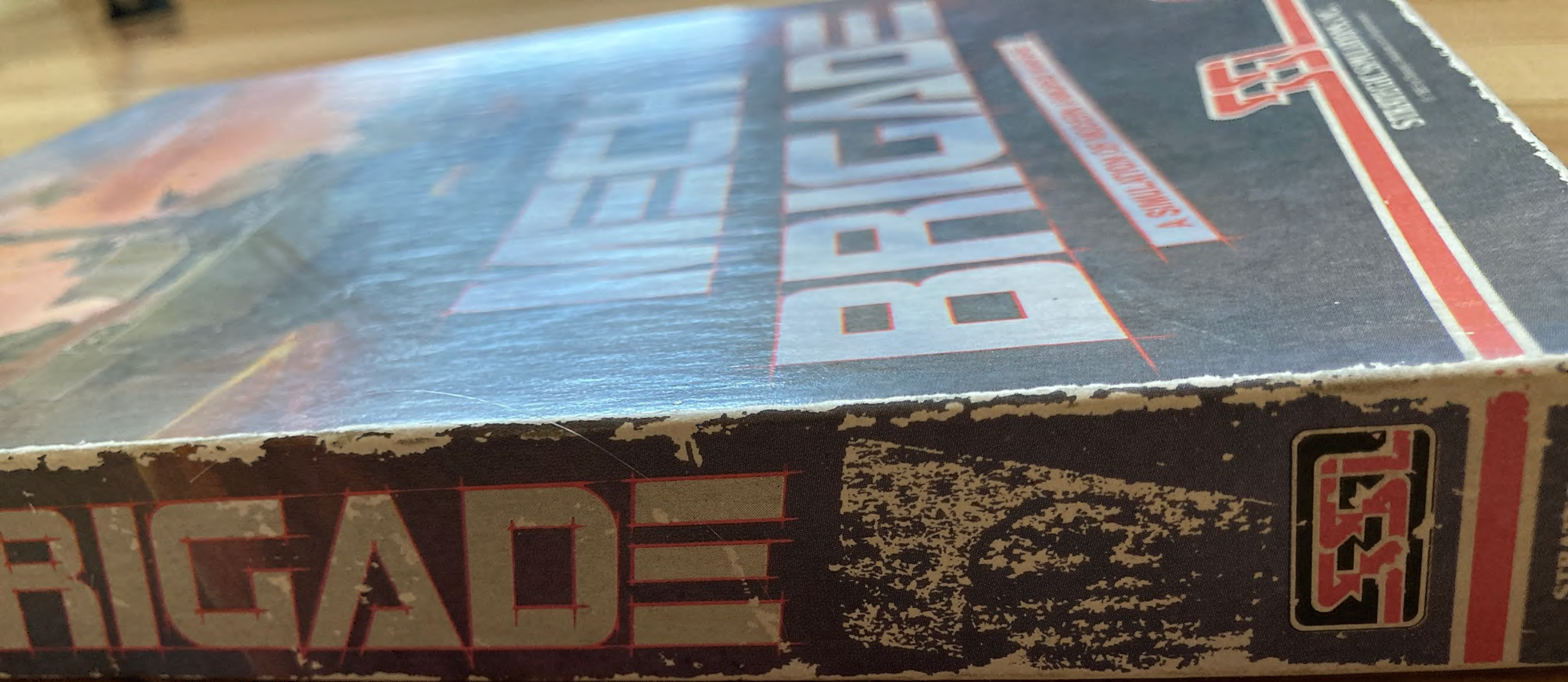
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- Weapons types include tanks, helicopters, armored cars, armored personnel carriers, mortar, self-propelled artillery, anti-tank guided missiles, surface-to-air missiles, LAW, and rifles.
- Over 40 armored vehicles, each rated for armor, hit points, gun power, turret size, speed, number of machine guns, and missiles carried.
- Accuracy, shell size, and missile warhead size.

- Includes four scenarios and the ability to create your own.
- Resolves combat down to each vehicle, gun and helicopter.
- Nine different anti-tank guided missiles.
- Ability to save a game in progress for later play.









STRATEGIC SIMULATIONS INC./CUSTOMER RESPONSE CARD

What game did you win in _____

2. What computer was used to play this game _____

3. Please rate the following aspects of the game (1 = excellent, 4 = poor)

Playability	9	8	7	6	5	4	3	2	1
Reason	9	8	7	6	5	4	3	2	1
Extensibility	9	8	7	6	5	4	3	2	1

4. Was this game always played? ☐ Yes ☐ No

5. Has this game ever played a board wargame before?
☐ Yes ☐ No

6. Please describe in this game. Include games you would like to see in the future _____

7. How many other SSI games do you own _____

8. Where did you learn about this game _____

9. Where did you purchase this game _____

10. Computer used _____

11. Operating system _____

12. Extensibility score _____

13. Extensibility _____

14. Department store _____

15. Toy store _____

16. Other mail order _____

17. Other _____

11. Please write your name and address on this card and place it in the place order mailing box _____

MECH BRIGADE

MECH BRIGADE

MECH BRIGADE

MECH BRIGADE

WEAPON RATINGS



STRATEGIC SIMULATIONS INC

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UNIT ORDERS MENU

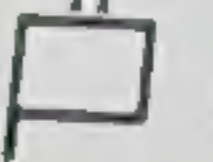

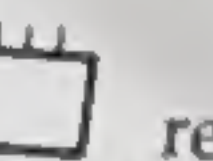
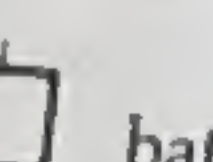


- (1-8) Move cursor.
- (A)* Advance. This command is only used when the computer is in all-units mode. The formation HQ will move to the cursor location; other units in the formation will move in such a way as to retain their current position relative to the HQ.
- (B) Bombard. The cursor location is the target square; the current unit is the spotter; the computer will list the artillery units eligible to bombard the target (see section 5.6).
- (C) Center. The map is centered around the cursor.
- (D) Disembark. If the current unit is a vehicle then it will unload all of its passengers; if the current unit is a passenger then only that unit will unload; unloaded passengers will have a suppression level of 80.
- (E) Embark. Order must be given to a vehicle unit — the computer will request the ID of the unit to be embarked (see section 5.4).
- (F)* Change unit facing.
- (H) Find unit's HQ. Cursor moves to unit's HQ location; computer determines if a "command control" link exists between the current unit and the HQ; the HQ becomes the new current unit.
- (I) Inspect. Allows the player to inspect all enemy units that can be seen by the current unit; allows the current unit to designate a priority target and/or request a bombardment (with the current unit as the spotter). Assigning
- a priority target with the (I) inspect order will cause a range order to be given if the target is outside of the set maximum range, with the maximum firing range being set equal to the distance to the new target (see section 5.8).
- (K)* Cancel all orders. Allows the current unit to cancel all movement and bombardment orders.
- (L) Look for unit. Moves the cursor to the current unit's location.
- (M)* Move unit. Orders the unit to move to the cursor location (see section 5.5).
- (N) Next unit. The next higher numbered unit will become the current unit.
- (O) Check movement objectives. Moves the cursor to the movement objective location(s) of the current unit; also lists the command control delay (see section 5.5).
- (P) List passengers. Lists all units embarked aboard the current unit.
- (Q) Quit the unit orders menu. Return to the map display menu.
- (R)* Set maximum firing range at which the current unit will select targets (see section 5.7).
- (S)* Set movement speed for the current unit.
- (T) Inspect the target that the current unit has selected.
- (V) View. The computer will inverse all squares that the current unit can see with its current facing.
- (X) Exit the unit orders menu. Return to the map display menu.
- (Z) Shift to all-units mode.

* This order may be given to all of the units of a particular formation.








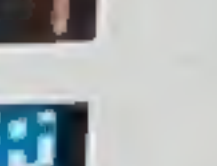
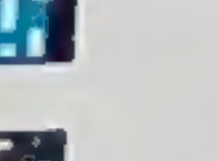
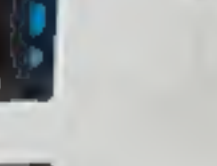
MAP DISPLAY MENU

- (1-8) Move cursor.
- (0) End game.
- (A-U) Select unit. Press formation letter followed by unit index number — computer will shift to UNIT ORDERS MENU; the selected unit will be the "current unit".
- (V) View. The computer will inverse all squares that can be seen from the cursor location.
- (W) Move cursor to center of objective area.
- (X) Exit orders phase.
- (Y) Clear units and smoke from screen to view terrain.
- (Z) Examine friendly or visible enemy units at cursor location.

HEADQUARTER SYMBOLS

-  division
-  brigade
-  regiment
-  battalion
-  company/squadron/troop/battery
-  platoon

TERRAIN COSTS

	TRACK	WHEEL	FOOT
 clear	13	13	13
 road	7	3	10
 town	10	5	12
 road-slope	10	5	12
 entrenchment	20	27	17
 woods	20	27	17
 slope	20	27	17
 ford	30	40	20
 bridge	7	3	10
 smoke	(no additional cost)		

If you have any questions or problems regarding the program or game, please send a self-addressed, stamped envelope with your question to: STRATEGIC SIMULATIONS, INC., 883 Stierlin Road, Bldg. A-200, Mountain View, CA 94043-1983.

Or you can call our Hotline Number: (415) 964-1200 every weekday, 9 to 5 (P.S.T.).



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- What game is this card from? _____
- What computer was used to play this game? _____
- Please rate the following aspects of the game (9 = excellent, 1 = poor):

Playability	9	8	7	6	5	4	3	2	1
Realism	9	8	7	6	5	4	3	2	1
Excitement	9	8	7	6	5	4	3	2	1
- Was this game fun to play? ☐ Yes ☐ No
- Have you ever played a board wargame before? ☐ Yes ☐ No
- Please comment on this game. Include games you would like to see in the future.

- How many other SSI

6.0 WEAPONS

The weapons used in MECH BRIGADE are listed below.

HELICOPTERS

#	WEAPON	MR	MP	SS	AC	SP	MG	FA	BA	SL	GM	USE
0	COBRA	5	12	2	50	27	1	2	2	3	TO	US-O
1	APACHE	14	18	2	50	30	0	3	3	3	HE	US-N
2	PAH-2	5	12	2	50	27	0	2	2	3	HO	WG-A
3	LYNX-3	5	12	2	50	22	0	1	1	3	TO	BR-A
4	HIND-D	5	12	2	50	26	0	2	2	4	SI	SU-A

VEHICLES

#	WEAPON	MR	MP	SS	AC	SP	MG	FA	BA	SL	GM	USE
tanks												
5	M60A3	18	44	5	50	15	2	19	7	5	N	US-O
6	ABRAMS	18	48	5	50	28	2	36	12	4	N	US-N
7	LEOPRD1	14	36	5	30	20	2	20	6	4	N	WG-O
8	LEOPRD2	18	48	5	50	28	2	36	12	4	N	WG-N
9	CHIEFTN	20	48	5	50	15	2	24	8	5	N	BR-O
10	CHALLENGR	20	48	5	50	20	2	36	12	4	N	BR-N
11	T-55	14	30	5	20	15	2	15	7	3	N	SU-O
12	T-62	14	34	5	20	15	1	16	6	3	N	SU-A
13	T-72	18	45	5	50	20	2	20	7	3	N	SU-A
14	T-80	18	45	5	50	20	2	36	12	3	N	SU-N
self-propelled ATGM systems												
15	M150	5	0	1	50	20	0	4	2	3	TO	US-O
16	M901	5	0	1	50	20	0	8	4	3	TO	US-N
17	JAGUARI	3	0	1	50	20	0	8	3	3	HO	WG-A
18	FV438	3	0	1	50	16	0	4	2	3	SW	BR-A
19	BRDM-2	5	0	1	50	12	0	2	1	3	SA	SU-O
20	BRDM-3	5	0	1	50	12	0	2	1	3	SP	SU-N
recon/command vehicles												
21	M577	5	0	1	50	20	0	4	2	4	N	US-A
22	LUCHS	5	2	2	50	12	0	6	3	3	N	WG-A
23	SPARTAN	3	0	1	50	24	0	2	1	3	N	BR-A
24	SCIMITR	7	6	2	50	24	1	2	1	3	N	BR-A
25	SCORPON	7	12	4	20	24	1	2	1	3	N	BR-A
26	BRDM	5	0	1	50	12	1	2	1	2	N	SU-A
APC/MICV												
27	M113	5	0	1	50	20	1	4	2	3	N	US/WG-O
28	BRADLEY	10	8	2	50	28	1	10	6	3	TO	US-N
29	MARDER	5	2	2	50	21	2	10	3	4	N	WG-N
30	FV-432	12	9	2	50	16	0	4	2	3	N	BR-O
31	MCV80	12	9	2	50	20	1	10	4	3	N	BR-N
32	BMP-1	7	30	4	10	18	1	4	2	2	SA	SU-O
33	BMP-2	8	30	4	30	20	1	5	3	2	SP	SU-N
self-propelled mortars												
34	M106	28	0	5	9	20	1	4	2	3	N	US-A
35	M125	24	0	4	9	20	1	4	2	3	N	US-A
36	FV432M	25	0	4	9	16	1	4	2	3	N	BR-A
37	M113-M	28	0	5	9	16	1	4	2	3	N	WG-A
38	BTR-50M	28	0	5	9	13	1	2	1	3	N	SU-A
self-propelled artillery												
39	M107	12*	0	7	6	16	0	2	2	4	N	WG-A
40	M109	12*	0	6	8	17	1	2	2	4	N	US/WG/BR-A
41	M110	12*	0	8	6	16	0	2	2	4	N	US/WG/BR-A
42	ABBOT	12*	0	5	8	15	0	2	1	4	N	BR-A
43	M-1974	12*	0	5	8	14	0	5	1	4	N	SU-A
44	M-1973	12*	0	6	8	13	0	2	1	5	N	SU-A
self-propelled flak												
45	SCYORK	15	4	2	40	15	0	8	4	5	N	US-A
46	GEPAED	15	3	2	50	20	0	18	6	4	N	WG-A
47	ZSU23/4	15	2	2	50	14	0	1	1	3	N	SU-A
self-propelled SAM systems												
49	ROLAND	25	0	5	80	21	0	5	2	4	N	US/WG-A
48	SA-6	35	0	5	80	12	0	2	1	3	N	SU-A

NON-VEHICLES

NON-VEHICLE											
#	WEAPON	MR	MP	SS	AC	SP	DF	CC	SL	GM	USE
infantry weapons											
63	LAW	0	12	3	10	-	-	-	-	-	US/BR-A
64	PZF44	0	12	3	15	-	-	-	-	-	WG-A
66	RIFLE (NATO)	2	0	1	50	6	9	1	1	N	US/WG/BR-A
65	RPG-7	0	12	4	20	-	-	-	-	-	SU-A
67	RIFLE (Soviet)	2	0	1	50	6	9	1	1	N	SU-A
towed artillery											
68	130 GUN	12*	0	5	6	0	3	10	2	N	SU-A
69	180 GUN	12*	0	7	6	0	3	10	2	N	SU-A
SAM systems											
50	RAPIER	30	0	5	80	0	2	10	4	N	BR-A
51	STINGER	9	0	3	30	5	8	2	1	N	US/WG-A
52	BLWPIPE	6	0	3	20	5	8	2	1	N	BR-A
53	SA-7	6	0	3	10	5	8	2	1	N	SU-A

#	WEAPON	LR	MR	MP	AC	SP	DF	CC	SL	GM	USE
ATGMs											
54	DRAGON	1	8	30	80	5	8	2	1	DR	US-A
55	TOW3	1	19	50	70	4	7	3	1	TO	US/BR-A
56	HELLFRE	3	20	60	90	3	6	5	1	HE	US-N
57	MILAN	1	10	30	60	5	8	2	1	MI	WG/BR-A
58	HOT	1	20	45	60	3	6	5	1	HO	WG-A
59	SWGFIRE	1	20	30	30	3	6	5	1	SW	BR-A
60	SAGGER	2	15	25	30	5	8	2	1	SA	SU-O
61	SPANDRL	1	15	40	60	3	6	5	1	SP	SU-N
62	SPIRAL	3	20	45	80	3	6	5	1	SI	SU-A

LR = minimum range
MR = maximum range; *- indicates max range of 99 when firing indirect
MP = maximum penetration
SS = shell size
AC = accuracy, ATGMs will have 99 accuracy when firing at greater than minimum range
SP = speed
MG = secondary machine guns
FA = frontal armor
BA = side/rear armor
DF = defense rating
CC = transport cost
SL = silhouette
GM = type of ATGM system
USE = using countries; N,O,A indicates if used in NEW, OLD or ALL formations

6.1 Special Infantry Weapons

All infantry PLATOONS in the game are armed with one of the following Special Infantry Weapons (SIWs): LAW, PZF-44, RPG-7. SIWs will only be used when firing at ZERO RANGE against ARMORED VEHICLES. SIWs will be fired instead of the platoon's normal RIFLE weapons. When using SIWs, the number of weapons firing is equal to NUMBER OF MEN in the platoon DIVIDED BY 3.

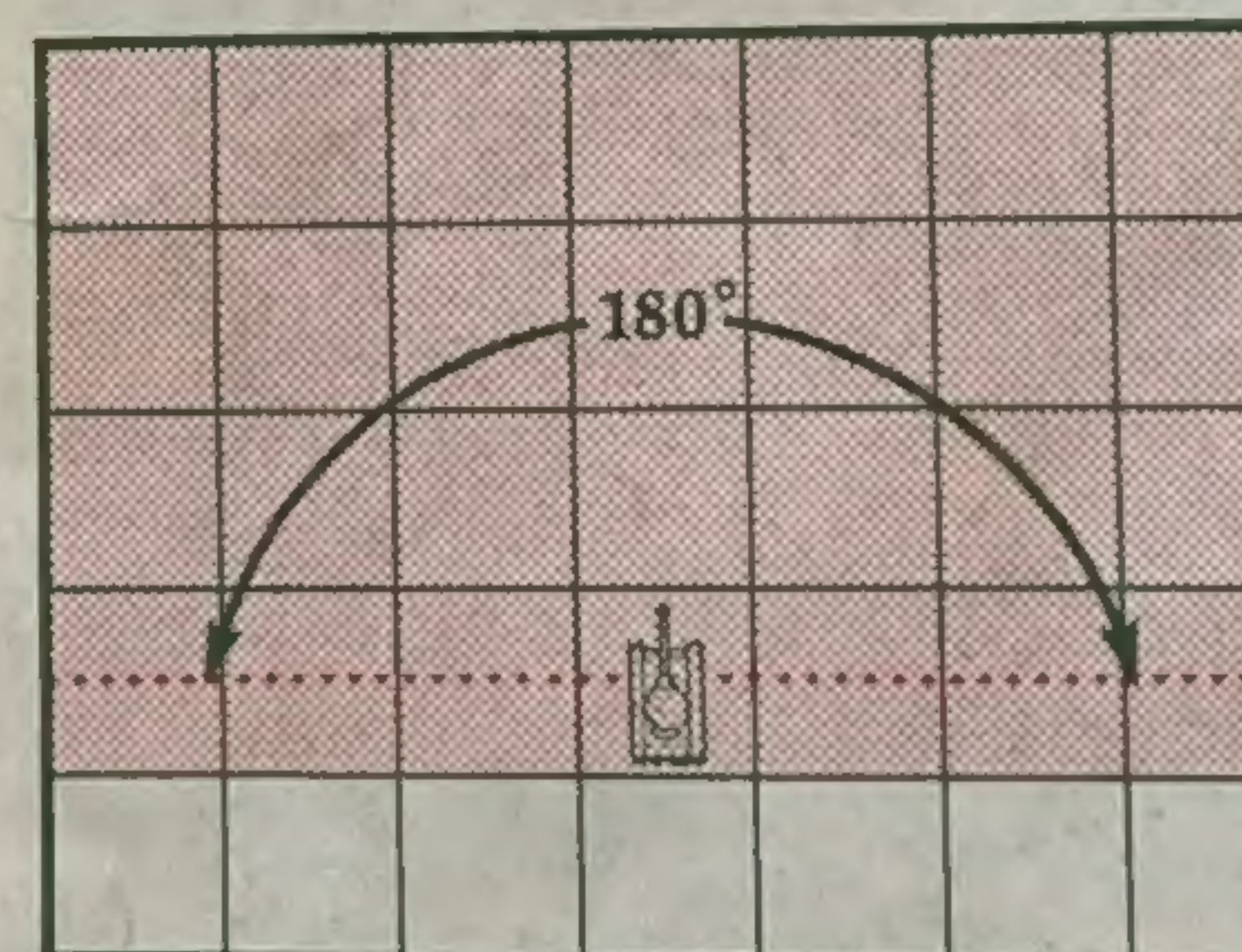
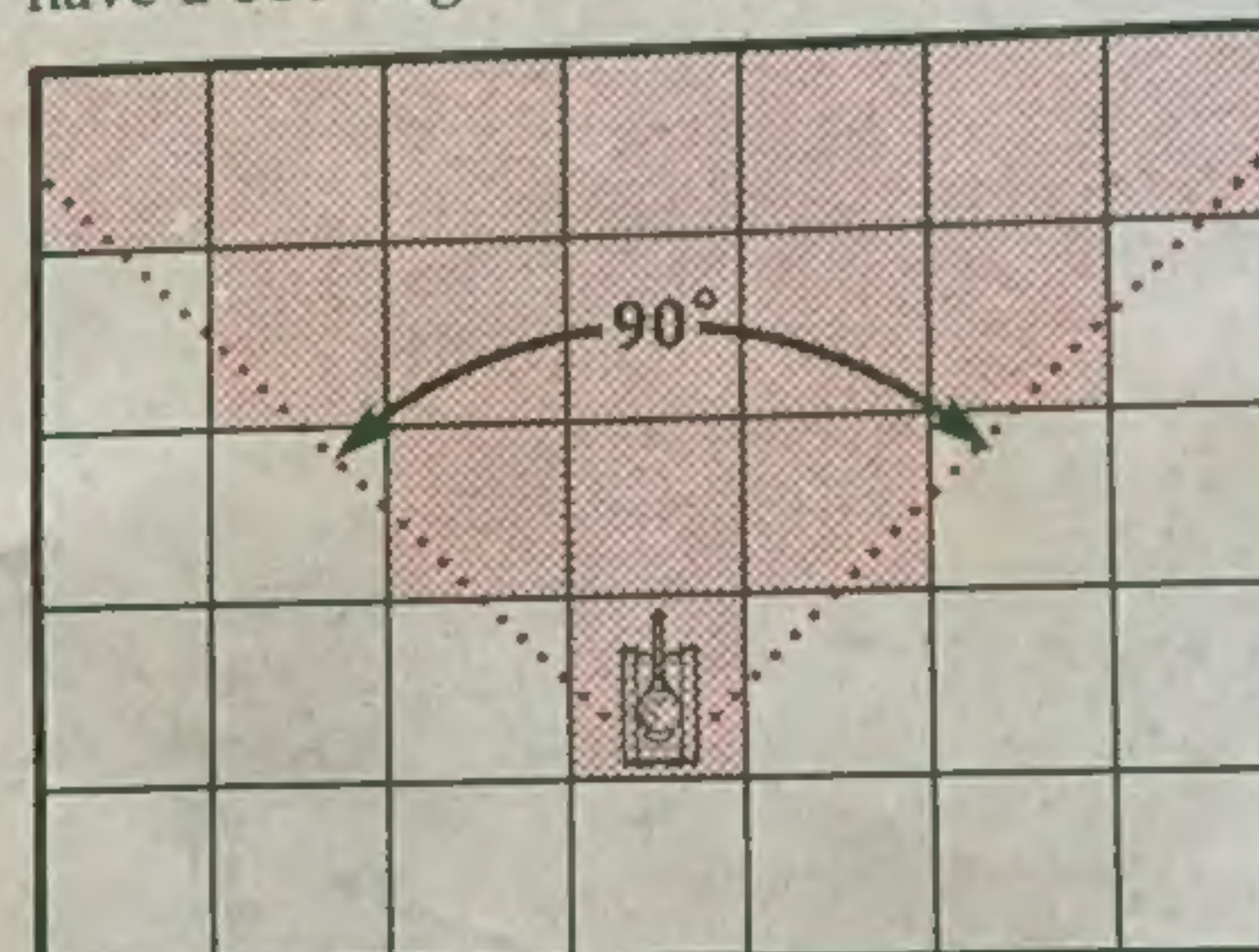
When SIWs are fired the target unit will automatically suffer 50 suppression.

7.0 COMBAT PHASE

The combat phase of each turn represents 2 minutes of real time. The combat phase is divided into four 30-second pulses. During each pulse units may search, select targets, fire their weapons and/or move. Before each pulse the computer selects one player's units to move and fire first, with each side having a 50% chance of being first each pulse.

7.1 Searching

At the start of each pulse, eligible units will attempt to spot enemy units within their "field of vision". The field of vision is determined by the unit's facing and its movement status. Moving units have a 90 degree field of vision in the direction they are facing. Non-moving units have a 180 degree field of vision in the direction they are facing. Flak and SAM units will always have a 360 degree field of vision.



The enemy unit will be spotted if (1) it is within the searching unit's field of vision, (2) there is an unobstructed line-of-sight and (3) the enemy unit is within sighting range.

The SIGHTING RANGE equals the enemy unit's SL rating plus 1. If the enemy unit is in cover terrain then the sighting range is divided by 3. If the enemy unit is in "smoke" then the sighting range is divided by 2. If the enemy unit is moving then the sighting range is tripled. All sighting range adjustments are cumulative. The sighting range may never exceed Visibility Level (set at the start of the game).

Units that previously selected a target will not search if they are still eligible to fire at that target. Units may be unable to search due to suppression.

7.2 Selecting Targets

After searching, a unit will automatically attempt to select a target. A target must be a sighted enemy unit that is within target selection range (see 5.7). If there is more than one available target, then the nearest unit will be targeted. If the searching unit has a heavy armor-piercing weapon (MP rating greater than 30), then it will select the nearest TANK, if one is in range.

Units armed with ATGMs will fire those weapons only at vehicle targets. ATGM attacks will be resolved ONE PULSE AFTER they are fired. When a unit fires an ATGM, the unit will automatically set its target selection range to the weapons' maximum range. If the ATGM launch was sighted by the defending unit then that unit will automatically target the firing ATGM unit (but it will only return fire if the attacking unit is within the defending unit's target selection range). The defending unit will not target the firing ATGM if it also has an ATGM.

SAM units may only select helicopters as targets. Flak units may select non-helicopter targets if there are no helicopter targets available.

Units will attempt to select another target if their current target is an infantry unit with a suppression level of 200 at a range greater than zero (in some cases, this can lead units to temporarily cease fire). A unit will automatically change targets in order to shoot at an enemy unit that enters its square.

Once a target has been selected, it will never be lost as a target due to a change in the facing of the firing unit.

7.3 Direct Fire vs. Vehicles and Helicopters

Direct fire may kill or suppress vehicles or helicopters. The effectiveness of direct fire is determined by (1) weapon accuracy, (2) the number of weapons in the firing unit, (3) shell size, and (4) armor vs. penetration. ATGMs may not fire at helicopters.

CANNON AND SAM ACCURACY:

- (1) At zero range accuracy will be $(90 + (\text{WEAPON ACCURACY} \times \text{TURNS FIRED AT TARGET})) \text{ SQUARED} / 100$.
- (2) At maximum range accuracy will be $(1 + (\text{WEAPON ACCURACY} \times \text{TURNS FIRED AT TARGET})) \text{ SQUARED} / 100$. Weapon accuracy ratings are listed in section 6.0.
- (3) Accuracy is DIVIDED BY 3 if the target unit occupies a TOWN, WOODS or ENTRENCHMENT terrain square and has its current speed set to 0. Accuracy is not DIVIDED BY 3 when firing at helicopters flying over cover terrain.
- (4) If the target unit is moving, then accuracy will be divided by $2 + (\text{speed}/10)$.
- (5) If the firing unit is moving, then accuracy will be divided by $2 + (\text{speed}/10)$.
- (6) Accuracy is multiplied times the TARGET SILHOUETTE / 4.

(7) Accuracy is reduced when firing through cover terrain and/or smoke. The accuracy adjustment equals $\text{ACCURACY} \times 2 / (2 + \text{BLOCKING POINTS})$. Blocking points for cover terrain are: TOWN = 4, WOODS = 2. Blocking points for smoke equals the smoke level in the square (0-3). Cover terrain in the attacker's or target's square will not add blocking points. Smoke in the attacker's or target's square does add blocking points.

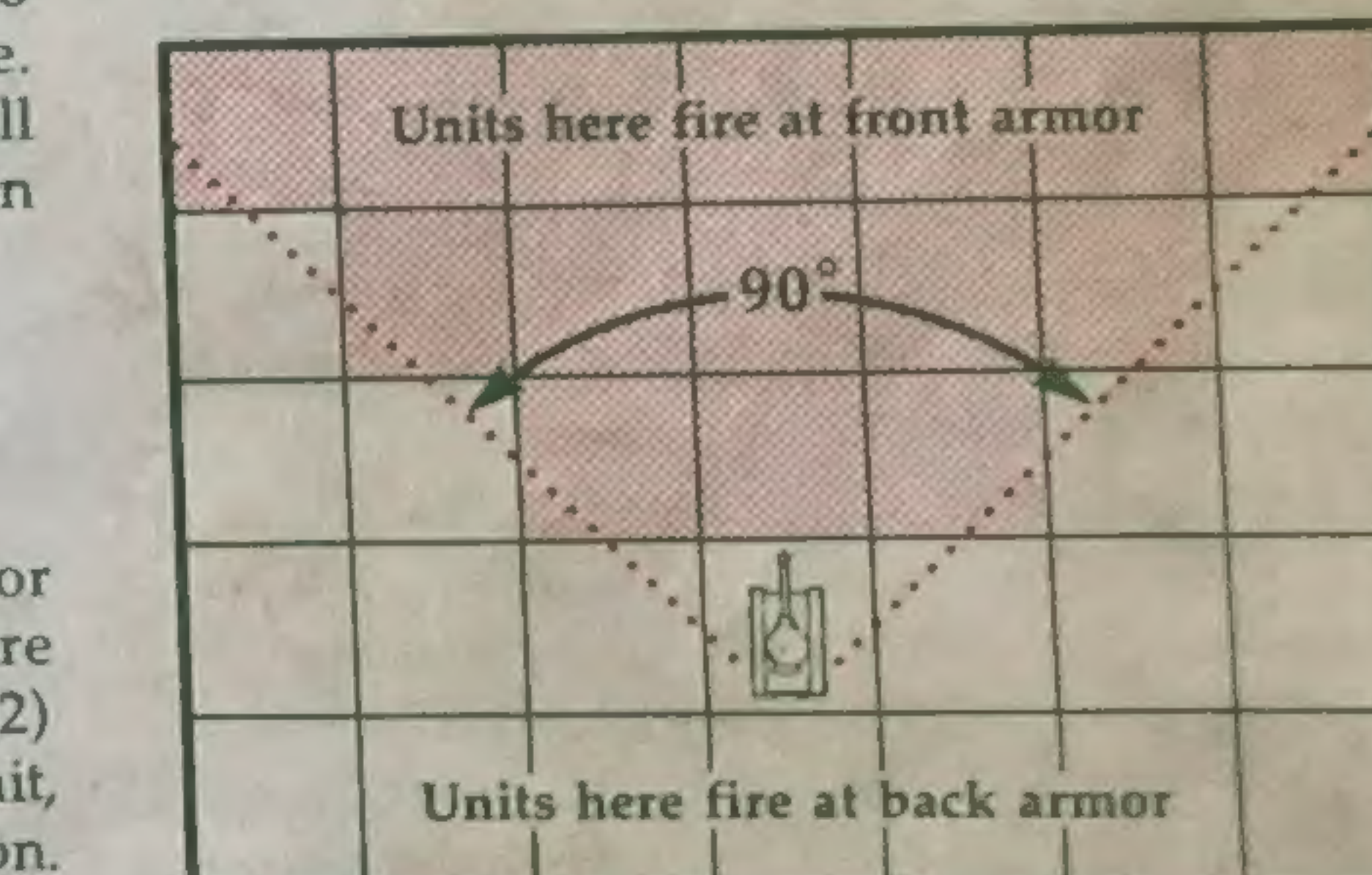
(8) Accuracy is divided by 10 against helicopters unless the firing unit is a SAM or Flak unit.

ATGM ACCURACY:

- (1) Equals weapon accuracy rating $\times 2$. If firing at a range GREATER than the weapon's MINIMUM range then the weapon accuracy rating will be 99. If firing at a range EQUAL to the weapon's MINIMUM range then use the accuracy rating listed in 6.0.
- (2) If the ATGM's suppression is greater than 25 then accuracy will be QUARTERED.
- (3) Accuracy adjustments 3, 4, 6 and 7 for CANNON weapons also apply to ATGMs.

KILLS:

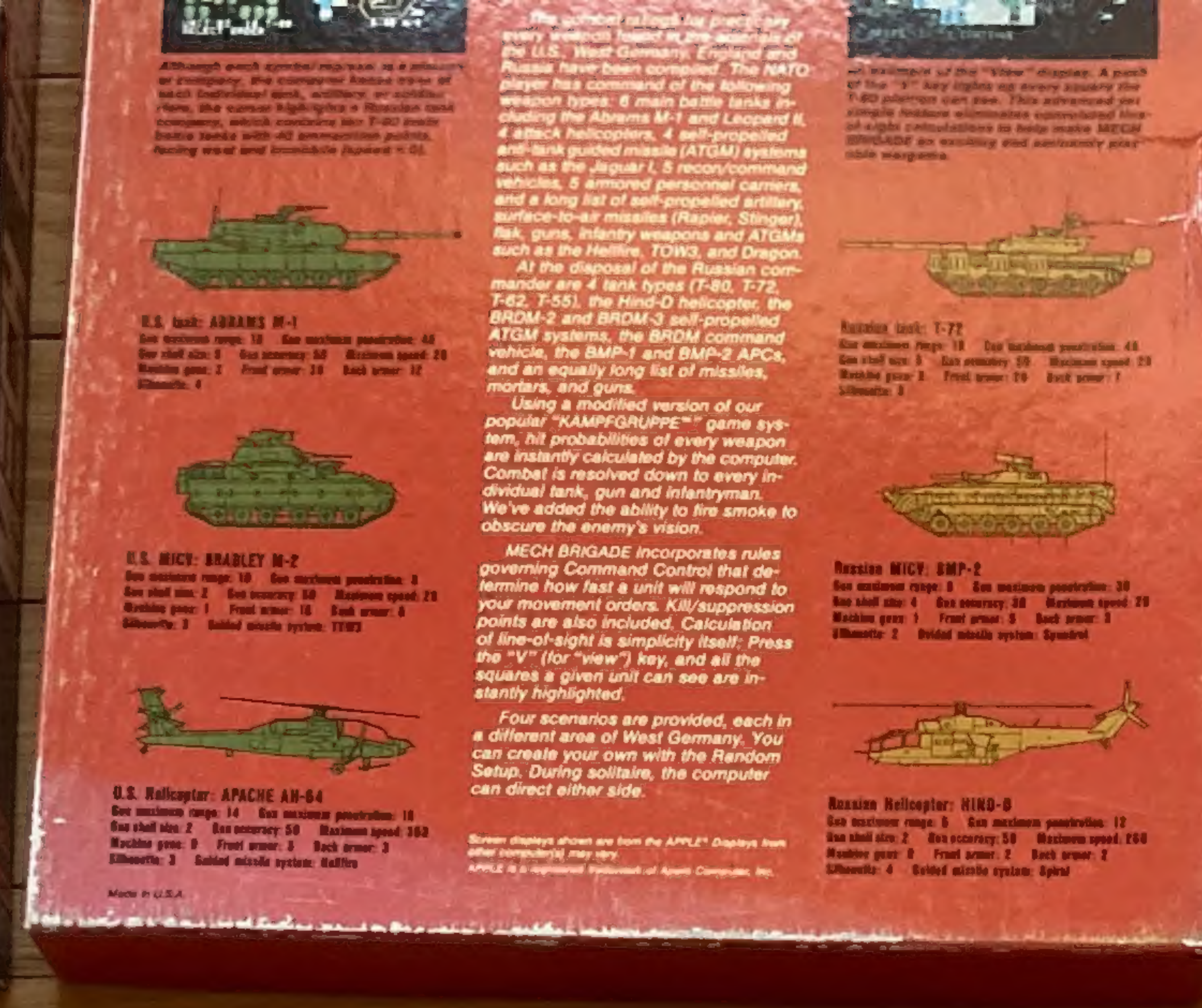
(1) Armored vehicles are rated for both front and back armor. Front armor (FA) protects the front 90 degrees of the vehicle (see diagram). Back armor protects the remaining 270 degrees of the vehicle. When



firing at a range of zero, it is assumed that the fire is directed at the back armor of the target.

- (2) Weapons are rated for maximum penetration (MP). MP ratings are modified by range and shell size (SS) into an ADJUSTED PENETRATION FACTOR (APF). The formula for APF is: $((\text{SS} \times \text{SS}) / 4) + \text{MP} - (\text{MP} \times (\text{RANGE} / \text{MAX RANGE}) / 2)$.
- (3) The APF may not exceed $2 \times \text{ARMOR}$.
- (4) If the APF is less than $1.25 \times \text{ARMOR}$ then the ACCURACY is HALVED. If the APF is less than ARMOR then the ACCURACY is HALVED again.
- (5) The number of KILLS equals $\text{APF} \times \text{ACCURACY} \times \text{NUMBER OF WEAPONS FIRING} / (\text{ARMOR} \times 1000)$.

EXAMPLE: Let's assume that 5 M60A3 tanks and 10 T-72 tanks are in clear terrain exchanging fire at a range of 6, with each target's front armor facing the enemy and a



WEAPON RATINGS												
HELICOPTERS												
#	WEAPON	MR	MP	SS	AC	SP	MG	FA	BA	SL	CM	USE
1	COBRA	5	12	2	50	27	1	2	2	3	3	TO US-O
2	APACHE	14	18	2	50	30	0	3	3	3	3	HE US-N
3	PAH-2	5	12	2	50	27	0	2	2	3	3	HO WG-A
4	LYNX-3	5	12	2	50	22	0	1	1	3	3	TO BR-A
5	HIND-D	5	12	2	50	26	0	2	2	4	3	SI SU-A
VEHICLES												
#	WEAPON	MR	MP	SS	AC	SP	MG	FA	BA	SL	CM	USE
1	M60A3	18	44	5	50	15	2	19	7	5	5	US-O
2	ABRAMS	18	48	5	50	28	2	36	12	4	5	US-N
3	LEOPRD1	14	36	5	50	20	2	20	6	4	4	WG-O
4	LEOPRD2	18	48	5	50	28	2	36	12	4	5	WG-N
5	CHEFTN	20	48	5	50	15	2	24	8	5	5	BR-O
6	CHALNGR	20	48	5	50	20	2	36	12	4	5	BR-N
7	T-55	14	30	5	50	15	2	15	7	3	3	SU-O
8	T-72	18	45	5	50	20	2	20	7	3	3	SU-A
9	T-80	18	45	5	50	20	2	36	12	3	3	SU-N

WEAPON RATINGS												
HELICOPTERS												
#	WEAPON	MR	MP	SS	AC	SP	MG	FA	BA	SL	CM	USE
1	COBRA	5	12	2	50	27	1	2	2	3	3	TO US-O
2	APACHE	14	18	2	50	30	0	3	3	3	3	HE US-N
3	PAH-2	5	12	2	50	27	0	2	2	3	3	HO WG-A
4	LYNX-3	5	12	2	50	22	0	1	1	3	3	TO BR-A
5	HIND-D	5	12	2	50	26	0	2	2	4	3	SI SU-A
VEHICLES												
#	WEAPON	MR	MP	SS	AC	SP	MG	FA	BA	SL	CM	USE
1	M60A3	18	44	5	50	15	2	19	7	5	5	US-O
2	ABRAMS	18	48	5	50	28	2	36	12	4	5	US-N
3	LEOPRD1	14	36	5	50	20	2	20	6	4	4	WG-O
4	LEOPRD2	18	48	5	50	28	2	36	12	4	5	WG-N
5	CHEFTN	20	48	5	50	15	2	24	8	5	5	BR-O
6	CHALNGR	20	48	5	50	20	2	36	12	4	5	BR-N
7	T-55	14	30	5	50	15	2	15	7	3	3	SU-O
8	T-72	18	45	5	50	20	2	20	7	3	3	SU-A
9	T-80	18	45	5	50	20	2	36	12	3	3	SU-N

WEAPON RATINGS												
HELICOPTERS												
#	WEAPON	MR	MP	SS	AC	SP	MG	FA	BA	SL	CM	USE
1	COBRA	5	12	2	50	27	1	2	2	3	3	TO US-O
2	APACHE	14	18	2	50	30	0	3	3	3	3	HE US-N
3	PAH-2	5	12	2	50	27	0	2	2	3	3	HO WG-A
4	LYNX-3	5	12	2	50	22	0	1	1	3	3	TO BR-A
5	HIND-D	5	12	2	50	26	0	2	2	4	3	SI SU-A
VEHICLES												
#	WEAPON	MR	MP	SS	AC	SP	MG	FA	BA	SL	CM	USE
1	M60A3	18	44	5	50	15	2	19	7	5	5	US-O
2	ABRAMS	18	48	5	50	28	2	36	12	4	5	US-N
3	LEOPRD1	14	36	5	50	20	2	20	6	4	4	WG-O
4	LEOPRD2	18	48	5	50	28	2	36	12	4	5	WG-N
5	CHEFTN	20	48	5	50	15	2	24	8	5	5	BR-O
6	CHALNGR	20	48	5	50	20	2	36	12	4	5	BR-N
7	T-55	14	30	5	50	15	2	15	7	3	3	SU-O
8	T-72	18	45	5	50	20	2	20	7	3	3	SU-A
9	T-80	18	45	5	50	20	2	36	12	3	3	SU-N

WEAPON RATINGS												
HELICOPTERS												
#	WEAPON	MR	MP	SS	AC	SP	MG	FA	BA	SL	CM	USE
1	COBRA	5	12	2	50	27	1	2	2	3	3	TO US-O
2	APACHE	14	18	2	50	30	0	3	3	3	3	HE US-N
3	PAH-2	5	12	2	50	27	0	2	2	3	3	HO WG-A
4	LYNX-3	5	12	2	50	22	0	1	1	3	3	TO BR-A
5	HIND-D	5	12	2	50	26	0	2	2	4	3	SI SU-A
VEHICLES												
#	WEAPON	MR	MP	SS	AC	SP	MG	FA	BA	SL	CM	USE
1	M60A3	18	44	5	50	15	2	19	7	5	5	US-O
2	ABRAMS	18	48	5	50	28	2	36	12	4	5	US-N
3	LEOPRD1	14	36	5	50	20	2	20	6	4	4	WG-O
4	LEOPRD2	18	48	5	50	28	2	36	12	4	5	WG-N
5	CHEFTN	20	48	5	50	15	2	24	8	5	5	BR-O
6	CHALNGR	20	48	5	50	20	2	36	12	4	5	BR-N
7	T-55	14	30	5	50	15	2	15	7	3	3	SU-O
8	T-72	18	45	5	50	20	2	20	7	3	3	SU-A
9	T-80	18	45	5	50	20	2	36	12	3	3	SU-N

MECH BRIGADE

A SIMULATION OF MODERN ARMORED WARFARE



STRATEGIC SIMULATIONS, INC.

48K APPLE



For the Apple II with 48K RAM card. Not for the IIe or IIx.

U.S. Tank: ABRAMS M-1
See maximum range: 10 See maximum penetration: 40
See shell size: 5 See accuracy: 50 Maximum speed: 20
Machine guns: 2 Front armor: 10 Back armor: 12
Silhouette: 4



R.I. MCV: BRADLEY M-2
See maximum range: 10 See maximum penetration: 10
See shell size: 2 See accuracy: 50 Maximum speed: 20
Machine guns: 1 Front armor: 10 Back armor: 0
Silhouette: 3 Guided missile system: TOW3



U.S. Helicopter: APACHE AH-64
See maximum range: 14 See maximum penetration: 10
See shell size: 2 See accuracy: 50 Maximum speed: 200
Machine guns: 0 Front armor: 5 Back armor: 3
Silhouette: 3 Guided missile system: Hellfire



At the disposal of the Russian commander are 4 tank types (T-80, T-72, T-62, T-55), the Hind-D helicopter, the ATCM systems, the BRDM-2 and BRDM-3 self-propelled vehicles, the BMP-1 and BMP-2 APCs, and an equally long list of missiles, mortars, and guns.

Using a modified version of our popular "KAMPEGRUPPE" game system, hit probabilities of every weapon are instantly calculated by the computer. Combat is resolved down to every individual tank, gun and infantryman. We've added the ability to fire smoke to obscure the enemy's vision.

MECH BRIGADE incorporates rules governing Command and Control that determine how fast a unit will respond to your movement orders. Kill/suppression points are also included. Calculation of line-of-sight is simplicity itself: Press the "V" (for "view") key, and all the squares a given unit can see are instantly highlighted.

Four scenarios are provided, each in a different area of West Germany. You can create your own with the Random Setup. During play, the computer can direct either side.

Screen displays shown are from the APPLE II Displays from other computerized play.

APPLE is a registered trademark of Apple Computer, Inc.

Russian Tank: T-72
See maximum range: 10 See maximum penetration: 40
See shell size: 5 See accuracy: 50 Maximum speed: 20
Machine guns: 2 Front armor: 10 Back armor: 12
Silhouette: 4



Russian MCV: BMP-2
See maximum range: 10 See maximum penetration: 10
See shell size: 2 See accuracy: 50 Maximum speed: 20
Machine guns: 1 Front armor: 10 Back armor: 0
Silhouette: 3 Guided missile system: Spandrel



Russian Helicopter: HIND-D
See maximum range: 14 See maximum penetration: 10
See shell size: 2 See accuracy: 50 Maximum speed: 200
Machine guns: 0 Front armor: 5 Back armor: 3
Silhouette: 3 Guided missile system: Spandrel



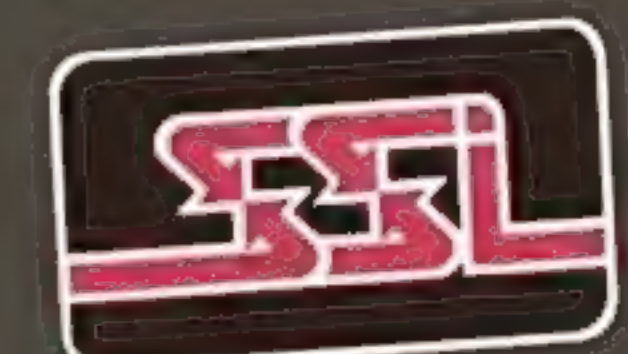
VEHICLES (cont.)

#	WEAPON	MR	MP	SS	AC	SP	DF	CC	SL	GM	USE
Self-propelled mortars											
34	M108	35	0	5	9	20	1	8	2	3	N US-A
35	M125	34	0	4	9	20	1	4	2	3	N US-A
36	FV432M	25	0	4	9	16	1	4	2	3	N BR-A
37	M113-M	24	0	5	9	16	1	4	2	3	N WG-A
38	RTB-NM	28	0	5	9	13	1	2	1	3	N SU-A
Self-propelled artillery											
39	M107	12*	0	7	6	16	0	2	2	4	N WG-A
40	M109	12*	0	6	8	17	1	2	2	4	N US/WG-BR-A
41	M119	12*	0	8	6	16	0	2	2	4	N US/WG-BR-A
42	ARROT	12*	0	5	8	15	0	2	1	4	N BR-A
43	M-107A	12*	0	5	8	14	0	3	1	4	N SU-A
44	M-107B	12*	0	6	8	13	0	2	1	5	N SU-A
Self-propelled tank											
45	SC-YORK	15	4	3	40	15	0	8	4	3	N US-A
46	GEPARD	15	3	2	50	20	0	8	4	4	N WG-A
47	ZSU23.4	15	2	2	50	14	0	1	3	3	N SU-A
Self-propelled SAM systems											
49	BOLAND	25	0	5	80	21	0	5	2	4	N US/WG-A
48	SA-4	35	0	5	80	12	0	2	1	3	N SU-A

NON-VEHICLES

#	WEAPON	MR	MP	SS	AC	SP	DF	CC	SL	GM	USE
Infantry weapons											
63	LAIV	0	12	3	30	-	-	-	-	-	US-BR-A
64	PZF44	0	12	3	15	-	-	-	-	-	WG-A
66	RIFLE (NATO)	2	0	1	30	8	9	1	1	1	US/WG-BB
65	RPG-7	0	12	4	20	-	-	-	-	-	SU-A
67	RIFLE (Soviet)	2	0	1	30	6	9	1	1	1	N SU-A
towed artillery											
68	130 GUN	12*	0	5	8	0	3	10	2	N	SU-A
69	180 GUN	12*	0	7	6	0	3	10	2	N	SU-A

LR = minimum range
MR = maximum range; * indicates max range of 99 when firing indirect
MP = maximum penetration
SS = shell size
AC = accuracy; ATGMs will have 99 accuracy when firing at greater than minimum range
SP = speed
MG = secondary machine guns
FA = frontal armor
BA = side/rear armor
DF = defense rating
CC = transport cost
SL = silhouette
GM = type of ATGM system
USE = using countries; N.O.A. indicates if used in NEW, OLD or ALL formations



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VEHICLES (cont.)

	WEAPON	MR	MP	SS	AC	SP	DF	CC	SL	GM	USE
Self-propelled mortars											
50	RAPIER	30	0	5	80	0	2	10	4	N	BR-A
51	STINGER	9	0	3	30	5	8	2	1	N	US/WG-A
52	BLWPIPE	6	0	3	20	5	8	2	1	N	BR-A
53	SA-7	6	0	3	10	5	8	2	1	N	SU-A
Self-propelled tank											
54	DRAGON	1	8	30	80	5	8	2	1	DR	US-A
55	TOW3	1	19	50	70	4	7	3	1	TO	US-BR-A
56	HELLFIRE	3	20	40	90	3	6	5	1	HE	US-N
57	MILAN	1	10	30	60	5	8	2	1	MI	WG-BR-A
58	HOT	1	20	45	60	3	6	5	1	HO	WG-A
59	SWGFIRE	1	20	30	30	3	6	5	1	SW	BR-A
60	SAGGER	2	15	25	30	5	8	2	1	SA	SU-O
61	SPANDREL	1	15	40	60	3	6	5	1	SP	SU-N
62	SPIRAL	3	20	45	80	3	6	5	1	SI	SU-A
Self-propelled systems											
63	DRAGON	1	8	30	80	5	8	2	1	DR	US-WG-A
64	TOW3	1	19	50	70	4	7	3	1	TO	US-BR-A
65	HELLFIRE	3	20	40	90	3	6	5	1	HE	US-N
66	MILAN	1	10	30	60	5	8	2	1	MI	WG-BR-A
67	HOT	1	20	45	60	3	6	5	1	HO	WG-A
68	SWGFIRE	1	20	30	30	3	6	5	1	SW	BR-A
69	SAGGER	2	15	25	30	5	8	2	1	SA	SU-O
70	SPANDREL	1	15	40	60	3	6	5	1	SP	SU-N
71	SPIRAL	3	20	45	80	3	6	5	1	SI	SU-A

NON-VEHICLES

MR	MP	SS	AC	SP	DF	CC	SL	GM	USE
Infantry weapons									
0	12	3	10	-	-	-	-	-	US-BR-A
0	12	3	15	-	-	-	-	-	WG-A
Rifles (NATO)									
2	0	1	50	6	9	1	1	1	N US/WG-BR-A
0	12	4	20	-	-	-	-	-	SU-A
2	0	1	50	6	9	1	1	1	N SU-A
Towed artillery									
12*	0	5	6	0	3	10	2	N	SU-A
12*	0	7	6	0	3	10	2	N	SU-A

LR = minimum range
MR = maximum range; * indicates max range of 99 when firing indirect
MP = maximum penetration
SS = shell size
AC = accuracy; ATGMs will have 99 accuracy when firing at greater than minimum range
SP = speed
MG = secondary machine guns
FA = frontal armor
BA = side/rear armor
DF = defense rating
CC = transport cost
SL = silhouette
GM = type of ATGM system
USE = using countries; N.O.A. indicates if used in NEW, OLD or ALL formations



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WEAPON MR MP SS AC SP DF CC SL GM USE

SAM systems

50 RAPIER 30 0 5 80 0 2 10 4 N BR-A

51 STINGER 9 0 3 30 5 8 2 1 N US-WG-A

52 BLWPIPE 6 0 3 20 5 8 2 1 N BR-A

53 SA-7 6 0 3 10 5 8 2 1 N SU-A

WEAPON LR MR MP AC SP DF CC SL GM USE

ATGMs

54 DRAGON 1 8 30 80 5 8 2 1 DR US-A

55 TOW3 1 19 50 70 4 7 3 1 TO US-BR-A

56 HELLFIRE 3 20 40 90 3 6 5 1 HE US-N

57 MILAN 1 10 30 60 5 8 2 1 MI WG-BR-A

58 HOT 1 20 45 60 3 6 5 1 HO WG-A

59 SWGFIRE 1 20 30 30 3 6 5 1 SW BR-A

60 SAGGER 2 15 25 30 5 8 2 1 SA SU-O

61 SPANDEL 1 15 40 60 3 6 5 1 SP SU-N

62 SPIRAL 3 20 45 80 3 6 5 1 SI SU-A

LR = minimum range
MR = maximum range; * indicates max range of 99 when firing indirect
MP = maximum penetration
SS = shell size
AC = accuracy; ATGMs will have 99 accuracy when firing at greater than minimum range
SP = speed
MG = secondary machine guns
FA = frontal armor
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DF = defense rating
CC = transport cost
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GM = type of ATGM system
USE = using countries; N.O.A. indicates if used in NEW, OLD or ALL formations

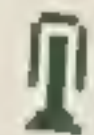
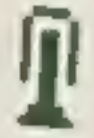
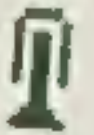



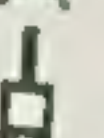
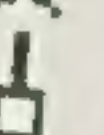
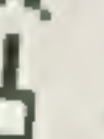
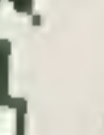
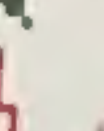
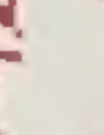
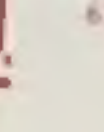


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VEHICLES (cont.)

#	WEAPON	MR	MP	SS	AC	SP	DF	CC	SL	GM	USE
Self-propelled mortars											
34	M108	35	0	5	9	20	1	8	2	3	N US-A
35	M125	34	0	4	9	20	1	4	2	3	N US-A
36	FV432M	25	0	4	9	16	1	4	2	3	N BR-A
37	M113-M	24	0	5	9	16	1	4	2	3	N WG-A
38	RTB-NM	28	0	5	9	13	1	2	1	3	N SU-A
Self-propelled artillery											
39	M107	12*	0	7	6	16	0	2	2	4	N WG-A
40	M109	12*	0	6	8	17	1	2	2	4	N US/WG-BR-A
41	M119	12*	0	8	6	16	0	2	2	4	N US/WG-BR-A
42	ARROT	12*	0	5	8	15	0	2	1	4	N BR-A
43	M-107A	12*	0	5	8	14	0	3	1	4	N SU-A
44	M-107B	12*	0	6	8	13	0	2	1	5	N SU-A
Self-propelled tank											
45	SC-YORK	15	4	3	40	15	0	8	4	3	N US-A
46	GEPARD	15	3	2	50	20	0	8	4	4	N WG-A
47	ZSU23.4	15	2	2	50	14	0	1	3	3	N SU-A
Self-propelled SAM systems											
49	BOLAND	25	0	5	80	21	0	5	2	4	N US/WG-A
48	SA-4	35	0	5	80	12	0	2	1	3	N SU-A

WEAPON MR MP SS AC SP DF CC SL GM USE

SAM systems		MR MP SS AC SP DF CC SL CM USE									
	50 RAPIER	30	0	5	80	0	2	10	4	N BR-A	
	51 STINGER	9	0	3	30	5	8	2	1	N US/WG-A	
	52 BLWPIPE	6	0	3	20	5	8	2	1	N BR-A	
	53 SA-7	6	0	3	10	5	8	2	1	N SU-A	
ATCMs											
	54 DRAGON	1	8	30	80	5	8	2	1	DR US-A	
	55 TOW3	1	19	50	70	4	7	3	1	TO US/BR-A	
	56 HELLFIRE	3	20	40	90	3	6	5	1	HE US-N	
	57 MILAN	1	10	30	60	5	8	2	1	MI WG/BR-A	
	58 HOT	1	20	45	60	3	6	5	1	HO WG-A	
	59 SWGFIRE	1	20	30	30	3	6	5	1	SW BR-A	
	60 SAGGER	2	15	25	30	5	8	2	1	SA SU-O	
	61 SPANDREL	1	15	40	60	3	6	5	1	SP SU-N	
	62 SPIRAL	3	20	45	80	3	6	5	1	SI SU-A	

LR = minimum range
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SP = speed
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